

REMARKS

Claims 1-20 remain in this application and are rejected. Claims 15 and 16 are objected to. Claims 1, 12 and 14-16 are amended herein to clarify the invention, to broaden language as deemed appropriate and to address matters of form unrelated to substantive patentability issues.

Drawings

The drawings are objected to on the grounds that element 530 is not shown in Fig. 16.

The specification is amended at page 28, 1st full paragraph, i.e., the description of Fig. 16, to remove mention of reference number 530.

The drawings are also objected to on the grounds that the block diagrams labeled "To Game Controller" in Figs. 3, 12 and 13 are not referred to with reference number "100".

Submitted herewith are proposed revised Figs. 3, 12 and 13 in which the block diagrams labeled "To Game Controller" are referred to with reference number "100".

In view of the amendment to the specification and submission of proposed revised Figs. 3, 12 and 13, it is respectfully submitted that the Examiner's objections to the drawings have been overcome and should be removed.

Claim Objections

Claims 15 and 16 are objected to on the grounds that the phrase “the viewing point information” lacks antecedent basis.

Claims 15 and 16, as well as claim 12 which included this same phrase, are amended to positively recite “viewing point information” as suggested by the Examiner.

In view of the changes to claims 15 and 16, it is respectfully submitted that the Examiner’s objection of claims 15 and 16 has been overcome and should be removed.

Claim Rejections 35 U.S.C. 103

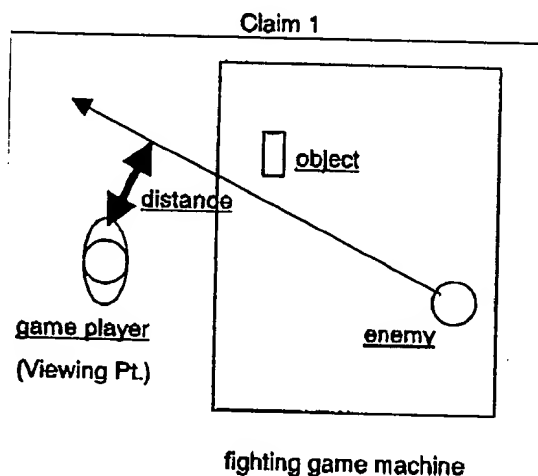
Claims 1, 2 and 6-20 are rejected under 35 U.S.C. 103(a) as being unpatentable over Koji (JP 08-221187) in view of Kawamoto (US 6,361,439).

The Examiner’s rejection is respectfully traversed on the grounds that Koji and Kawamoto do not disclose all of the features of independent claims 1, 14 and 15.

With respect to claim 1, claim 1 is directed to a fighting video game machine wherein an enemy character appearing in a game image is displayed at an attacking position from a viewing point of a simulated camera on a monitor launching an attack which includes attacking position judging means arranged to determine whether a distance between a calculated trajectory of a bullet fired by the enemy

character displayed on the monitor at the attacking position and the viewing point of the simulated camera is less than or greater than a threshold distance value. The viewing point of the simulated camera substantially coincides with the eyes of the player and is in front of and apart from the monitor on which the enemy character is shown.

A sketch of the relative location of this distance is as follows:



Note that the game player (which defines the viewing point) is not displayed on the monitor.

The determination of this "virtual" distance is used to control which of two sound generator units arranged at different positions relative to the player will output a sound, i.e., the sound control unit causes a sound to be outputted from a first sound generator when the distance is greater than the threshold value and

causes the sound to be outputted from a second sound generator when the distance is less than the threshold value. Claim 1 is amended to clarify these features.

For example, if the bullet is fired at an angle that will place its trajectory far away from the game player (above the threshold), then a sound generator more distant from the game player will generate sound. On the other hand, if the bullet is fired so that its trajectory will pass close to or even impact the game player, then a sound generator more proximate the game player will generate sound.

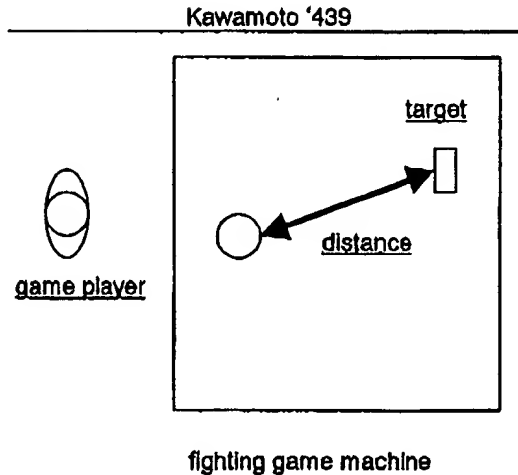
The processing to control the sound generator based on the comparison of the distance between the bullet and the viewing point is shown in Fig. 10 and described in the specification at pages 16-18.

The Examiner acknowledges that Koji lacks attacking position judging means and a sound control unit which uses the distance between a fired bullet and a viewing point as a parameter to determine which of two sound generators will output a sound.

Kawamoto does not determine a distance between a calculated trajectory of a bullet fired by an enemy character in a displayed image on a monitor and a viewing point in front of and apart from the monitor, i.e., both objects are not on the display on the monitor, and the subsequent comparison of this distance to a threshold.

In Kawamoto, the distance is defined as a virtual dimension between the projectile firing location in a game space and the sound position at the target in the game space that was hit. Thus, both the projectile firing location and the sound position are situated in the image being displayed on the monitor.

A sketch of the relative location of this distance is as follows:

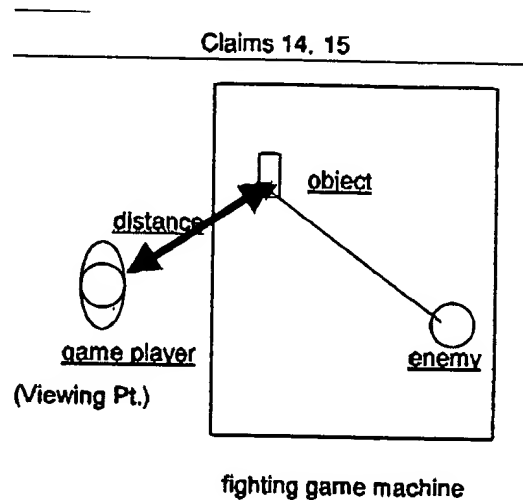


From a comparison of the two sketches, it can clearly be seen that Kawamoto does not determine a distance between a calculated trajectory of a bullet fired by a character in a game screen shown on the monitor and a viewing point apart from the monitor. Rather, Kawamoto shows determining a distance between two objects in the game screen shown on the monitor without reference to a viewing point apart from the monitor, i.e., a point at which the player is viewing the action on the monitor.

With respect to claims 14 and 15, these claims are directed to a fighting video game machine wherein an enemy character appearing in a game image is displayed at an attacking position from a viewing point of a simulated camera on a monitor launching an attack which includes attacking position judging means arranged to determine whether a distance between an attacked position by the attack of the enemy character displayed on the monitor and the viewing point of the simulated camera is less than or greater than a threshold distance value. The

viewing point of the simulated camera substantially coincides with the eyes of the player.

A sketch of the relative location of this distance is as follows:



Note that the distance is not between two objects in a game screen shown on a monitor.

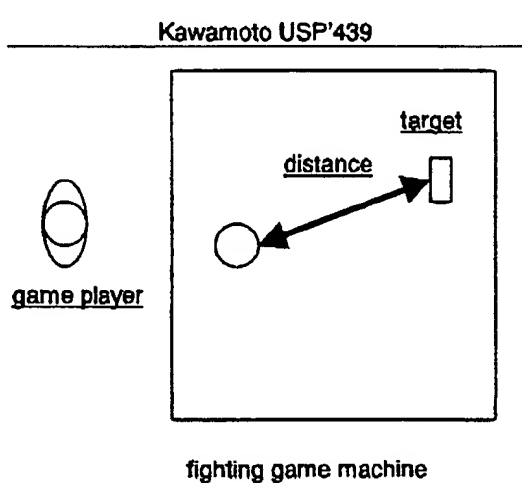
The determination of this “virtual” distance is used to control which of a pair of sound generators arranged at different positions relative to the player will output a sound, i.e., the sound control unit causes a sound to be outputted from a first sound generator when the distance is greater than the threshold value and causes the sound to be outputted from a second sound generator when the distance is less than the threshold value. Claims 14 and 15 are amended to clarify these features.

Koji lacks attacking position judging means and a sound control unit which uses the distance between an attacked position and a viewing point as a parameter to determine which of two sound generators will output a sound.

Kawamoto does not determine a distance between an attacked position by an enemy character displayed on a monitor and a viewing point in front of and apart from the monitor, i.e., both objects are not on the display on the monitor, and the subsequent comparison of this distance to a threshold.

As noted above, in Kawamoto, the distance is defined between the projectile firing location and the sound position at the target that was hit, both of which are situated in the image being displayed on the monitor.

A sketch of the relative location of this distance is as follows:



From a comparison of the two sketches, it can clearly be seen that Kawamoto does not determine a distance between an attacked position by a character in the game screen shown on a monitor and a viewing point which is apart from the monitor. Rather, Kawamoto shows determining a distance between two objects in a

game screen on a monitor without reference to a viewing point, i.e., a point at which the player is viewing the action on the monitor.

Accordingly, in view of the arguments presented above, it is respectfully submitted that the Examiner's rejection of claims 1, 2 and 6-20 as being unpatentable over Koji in view of Kawamoto has been overcome and should be removed.

Claims 3-5 are rejected under 35 U.S.C. 103(a) as being unpatentable over Koji in view of Kawamoto and Muehle et al. (US 5,980,254).

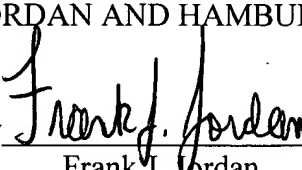
Muehle et al. does not disclose, teach or suggest determining a distance between a calculated trajectory of a bullet fired by a character in the game screen shown on a monitor and a viewing point which is apart from the monitor and therefore does not overcome the deficiencies of the combination of Koji and Kawamoto.

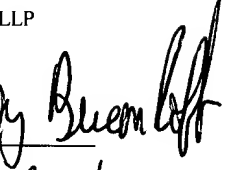
Accordingly, in view of the arguments presented above, it is respectfully submitted that the Examiner's rejection of claims 3-5 as being unpatentable over Koji in view of Kawamoto and Muehle et al. has been overcome and should be removed.

In light of the foregoing, the application is now believed to be in proper form for allowance of all claims and notice to that effect is earnestly solicited. Please charge any deficiency or credit any overpayment to Deposit Account No. 10-1250.

Respectfully submitted,
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enc: Replacement and Annotated drawing sheets of Figs. 3, 12 and 13



FIG.12

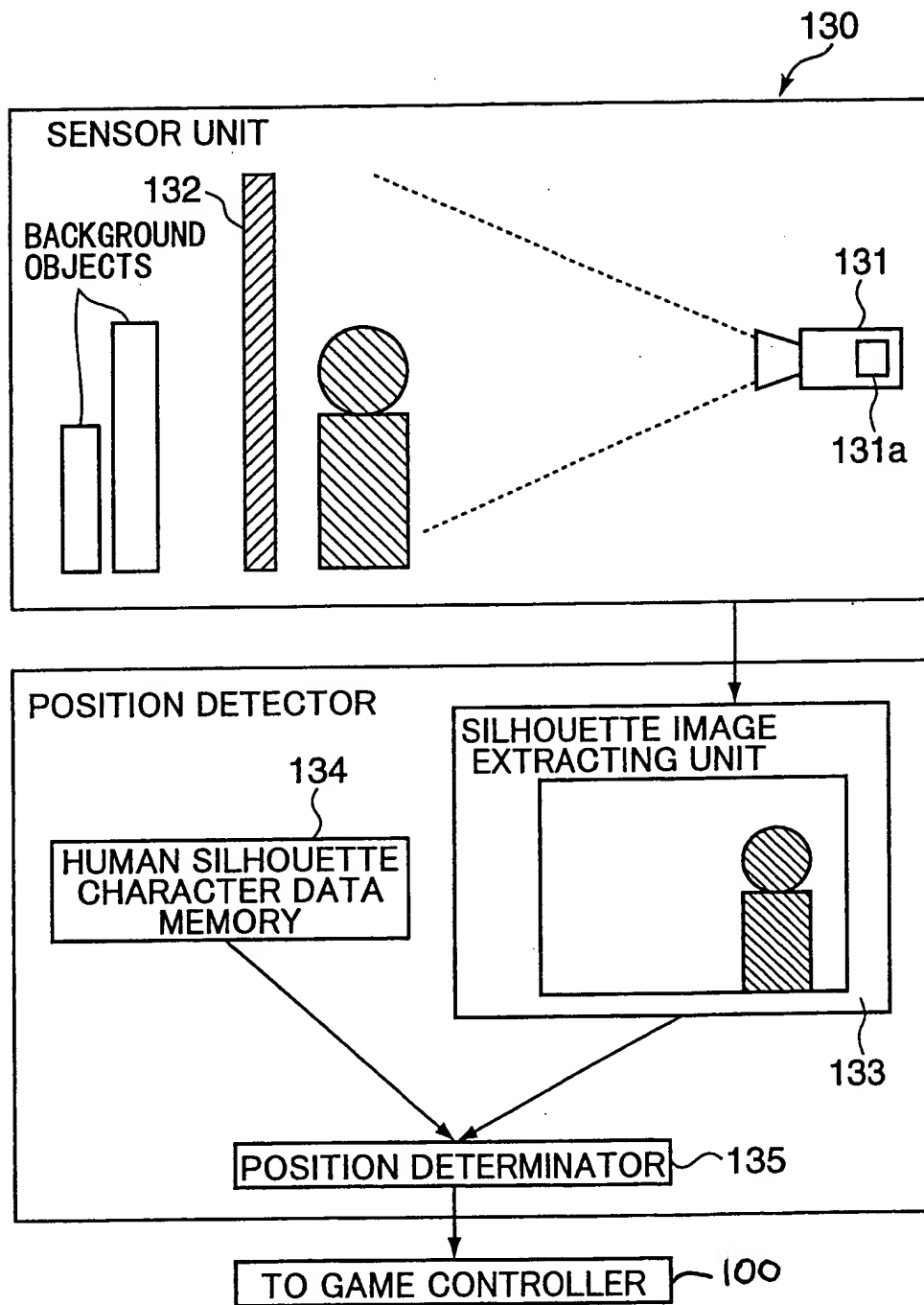
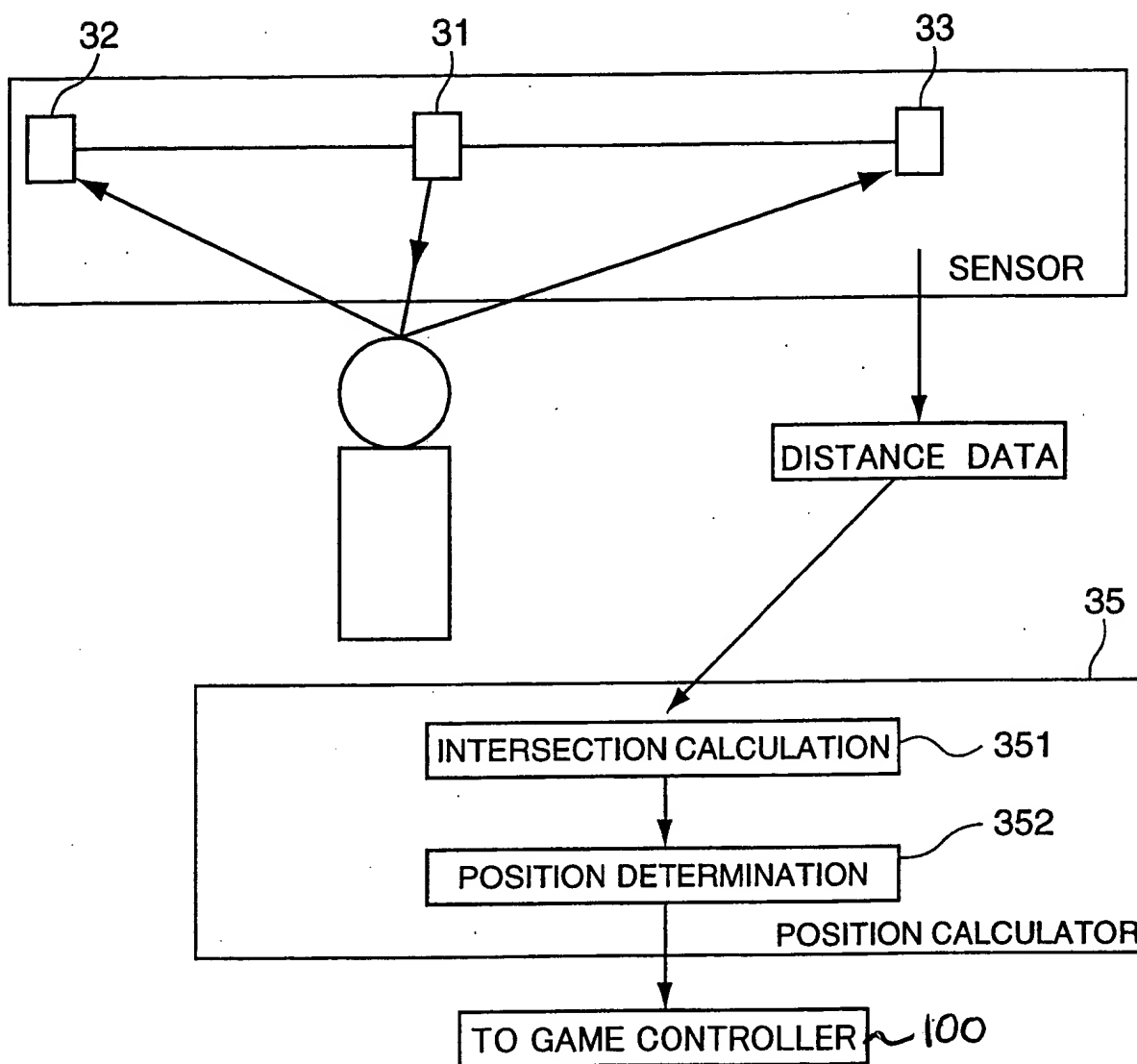


FIG.3



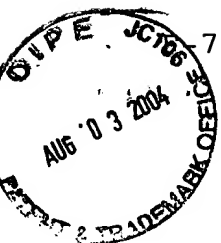


FIG.13

